

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (currently amended) A method of selling a non-instant lottery ticket to a player at a point of sale terminal for participation in a game event offered by a game provider, comprising the steps of:

receiving, from a player, data identified by machine-readable means printed on a ticket for participation in a game event, said ticket having the machine-readable means printed thereon by an apparatus not connected to the point of sale terminal and prior to said receiving and responsive to the player selecting one or more bet combinations, said machine-readable means corresponding to the bet combinations selected by the player;

~~receiving payment from the player for the ticket;~~

activating, after receiving the data identified by the machine-readable means, the ticket to participate in the game event, the ticket having no play value until said activating the ticket;

permitting the ticket to participate in a game event;

[[and]]

printing a receipt with indicia thereon after activating the ticket; the indicia including proof of payment and activation of the ticket; and

receiving payment from the player.

2. (original) The method of claim 1, wherein the machine-readable means is a bar code.

3. (original) The method of claim 1, wherein the machine-readable means identifies a specific lottery product.

4. (original) The method of claim 1, wherein the machine-readable means or a part of the machine-readable means identifies a specific game provider identifier.
5. (original) The method of claim 1, wherein the machine-readable means includes a ticket security authentication code.
6. (previously presented) The method of claim 1, wherein the ticket is printed by a device selected from the group consisting of a commercial printer, a self-service terminal, a lottery kiosk and a standard lottery terminal.
7. (original) The method of claim 1, wherein the machine readable means includes multiple barcodes.
8. (original) The method of claim 1, wherein the indicia on the receipt includes activation price.
9. (original) The method of claim 1, wherein the indicia on the receipt includes an activation transaction identifier.
10. (original) The method of claim 1, wherein the indicia on the receipt includes a security authentication code.
11. (original) The method of claim 10, further comprising the step of: generating the security authentication code using an algorithm and secret data.
12. (original) The method of claim 11, wherein the algorithm is a standard encryption algorithm.
13. (original) The method of claim 11, wherein the step of

generating the security authentication code uses information available only to a game provider.

14. (original) The method of claim 11, wherein the step of generating the security authentication code uses information derived only from the information available on the receipt.

15. (original) The method of claim 11, wherein the step of generating the security authentication code uses information derived only from a store back office system.

16. (original) The method of claim 11, wherein the step of generating the security authentication code uses information derived partially from the game provider and partially from the indicia on the receipt.

17. (currently amended) The method of claim 1, further comprising the step of: sending detailed ~~instant~~ ticket information to the game provider for registration of sale from a cash register.

18. (currently amended) The method of claim 1, further comprising the step of: assigning a unique ticket identifier ~~for a non-instant game~~ in a way that part of the identifier algorithmically corresponds to a combination bet.

19. (original) The method of claim 1, further comprising the step of: verifying a player's age prior to activating the ticket to participate in a game event.

20. (previously presented) The method of claim 1, wherein the ticket represents a bearer's bond only after said activating.

21. (previously presented) The method of claim 1, wherein the player selects the bet combinations at a printer location and receives the ticket from the printer location with the machine-readable means printed thereon, and wherein said activating comprises activating, at a point-of-sale terminal, the data identified by the machine-readable means.
22. (previously presented) The method of claim 1, wherein the received data corresponds to the bet combinations on the ticket.
23. (new) The method of claim 1, wherein the indicia printed on the receipt includes a ticket price.